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ICE AGE MAGIC

The Gathering™



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THE FROZEN DEAD

The world is called DOMINARIA. The land-TERISIARE. It has been nearly 500 years since the fall of the GLACIER KINGDOM...

...And though the ICE AGE continues, the world has WARMED enough for HEROES to make their return.

The city is KJELDOR, named for the descendants of the Shaman, ORIEL KJELDOR. Its marble spires are an ode to the M-AGES and KINGS who gave their lives, so that life might continue...even in the cold.

But even a city as GREAT as Kjeldor can possess wounded KNIGHTS... and sworn ENEMIES...

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The HIGH PALACE,
home to the royal
family KJELD.

PRINCE DARIAN--
A SILVER ERNE!
HOW CAN A BIRD SO
FANTASTIC BE TAMED
ENOUGH TO BEAR
MESSAGES?

THE STAFF OF
ICE LORDS ATOP
THE PALACE PREVENTS
THE CREATURE FROM
TOUCHING THE
BATTLEMENT.

HIS HIGHNESS
MUST GRANT IT
PERMISSION
TO LAND.

SO
BE
IT.

COME, NOBLE BIRD. RELEASE
YOUR BURDEN TO ME. NO HARM
WILL COME TO YOU HERE.

REMARKABLE!
IT IS A PLEA FOR HELP
FROM ONE OF THE
NOMAD TRIBES, FAR
TO THE WEST.

THEY ARE DYING--
BESIEGED BY SOME
SORT OF EVIL
FORCE.

THOUGH WE ARE
NOT TRULY ALLIES,
I WON'T ALLOW THESE
PEOPLE TO BE
SLAUGHTERED.
GUARDS--

--GO TO
SIR ZARAYA.
TELL HER TO
ASSEMBLE A BAND
OF OUR FINEST
KNIGHTS. THEY
WILL MAKE FOR
BALDUIVA
AT DAWN.

YES, MY
PRINCE!

FEAR NOT,
BEAUTIFUL ERNE.
FLY BACK TO
YOUR KEEPERS--

"...AND TELL THEM THE
INVINCIBLE ORDER
OF THE KNIGHTS OF
KJELDOR IS ON ITS WAY."

That evening, a vision of beauty and pain darkens the doorway at the home of LORD KAILO.

PACK YOUR GEAR AND YOUR RATIONS, KAILO. I'VE CHOSEN **YOU** TO JOIN MYSELF, THE **SHAMAN BOLAR**, AND FOUR OTHERS ON A MISSION TOMORROW.

YOU'RE THE BEST **TRACKER** IN THE ORDER, AND WE'RE GOING TO HAVE NEED OF YOUR SKILLS WHERE WE'RE GOING.



GO TO HELL, ZARAYA!

YOU HAVE A LOT OF **NERVE** COMING TO ME FOR AID--

--BUT THEN AGAIN, THEY ALL SAY THAT **ICE** RUNS THROUGH YOUR **VEINS**.

HAS FOUR YEARS' TIME BEEN LONG ENOUGH TO FORGET **SEVERIN** ON THAT **ICE BRIDGE**? OR THE **COMMAND** YOU GAVE THAT COST HIM HIS **LIFE**?



LEST YOU **FORGET**, KAILO--WE ARE NO LONGER **LOVERS**.


I AM YOUR **SUPERIOR OFFICER**, AND YOUR SKILLS ARE REQUIRED. YOU WILL JOIN ME IN THE SERVICE OF OUR PRINCE AT DAWN.

THAT'S AN **ORDER**.

EVER THE **STALWART LEADER**, EH ZARAYA?

VERY WELL--I GRANT YOU A GREAT, **BIG YES SIR!**





Hours before dawn,
over the SWAMPS
of Balduvia.

DELICIOUS!

A FINAL
DRAUGHT OF LIFE
BEFORE MY DARK
LITTLE RITUAL.

THE MESSAGE THIS
CREATURE CARRIED BORE
THE SEAL OF
KJELDOR'S PRINCE.

GOOD...



ONE MUST BE OF PURE MIND
AND HEART TO VANQUISH THE
WARLOCK'S EVIL MASTER!

"Magical pick-ups and ancestral
spells unleash chaotic fury!"



SURVIVAL
DEPENDS ON
MASTERING
MANY SPELLS!



DEFEAT THE UNDEAD
AND YE SHALL BE ALLOWED
TO PASS!

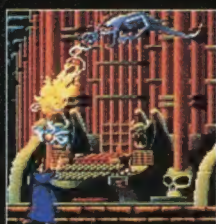


BEWARE DEMONS
DEEP WITHIN
THE DUNGEON'S
BOWELS!

"Part strategy,
part action! Warlock
conjugates an unbeat-
able spell!!!"



ENTER THE ARENA AND DO BATTLE
AS A FIERCE MINOTAUR!



HAUNTING MELODIES
STIR UNHOLY
APPARITIONS!

"Bored of just playing
roles... Warlock delivers
horrific
action!"



AVOID THE WINGED DRAGON'S
FIERY BREATH!

WARLOCK™

BEWARE THE ULTIMATE EVIL!

BASED ON
THE HIT MOVIE!



The once in a millennium
confrontation
is upon you!
Using the powerful spells and
potions entrusted to you by your
Druid ancestors, battle gar-
goyles, the Undead, fire-
breathing dragons...and if you survive, the all-
powerful Warlock! Combining strategy, intuition,
and sorcery, you must be the first to locate six ancient
runestones-and save all creation from unraveling!
Afraid? He already knows that.



The evil unfolds...(516) 624-9300



GENESIS™



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BATMAN FOREVER™ THE VIDEO GAME
SEPTEMBER '95

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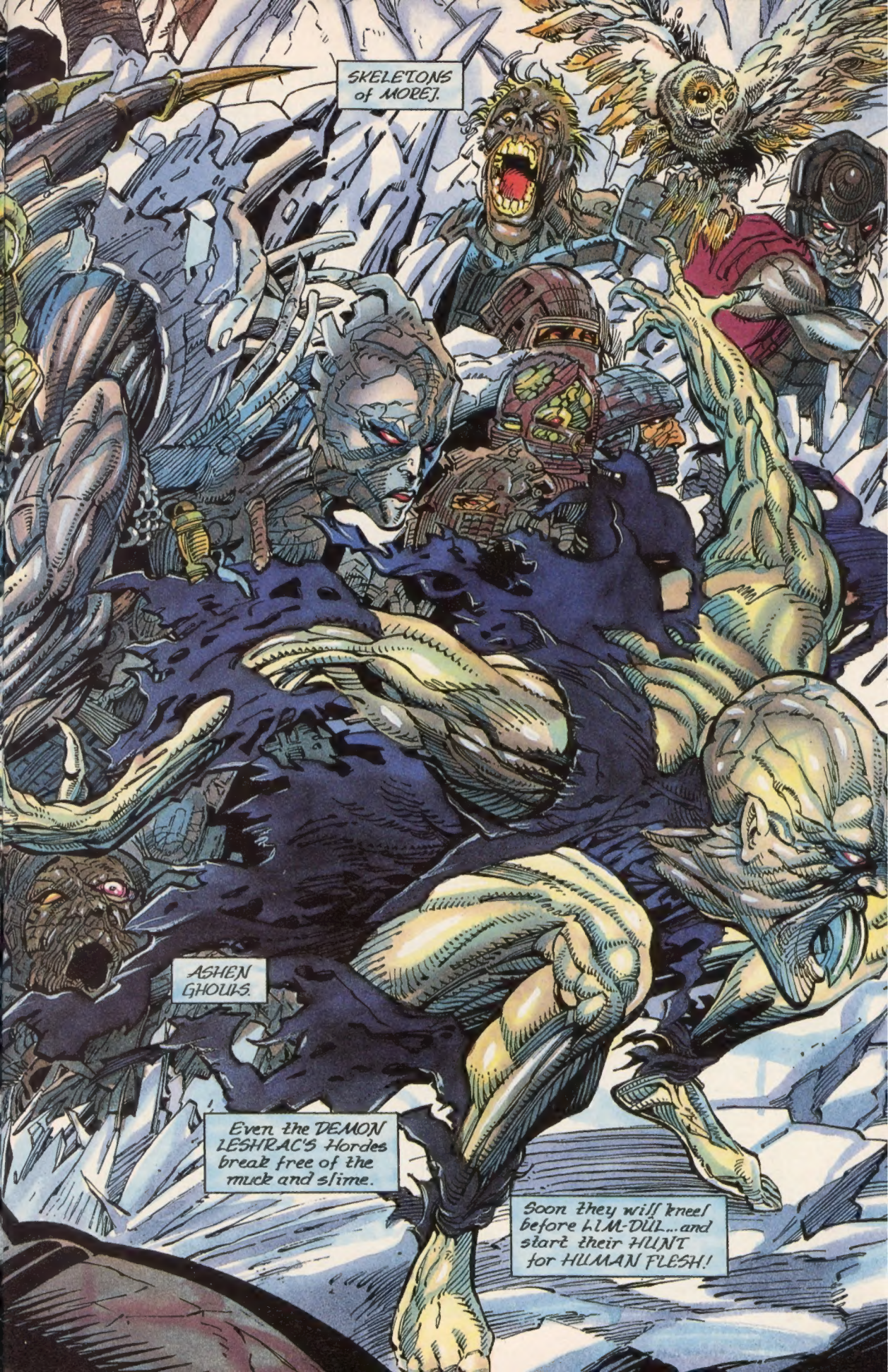
...I SHALL PREPARE
A WARM WELCOME FOR
"SIR LIM-DUL'S"
FORMER COMRADES-
AT-ARMS!

And from the frozen
swamp, the undead
LEGIONS of LIM-DUL
rise...

FOUL
FAMILIARS.

GANGRENOUS
ZOMBIES.



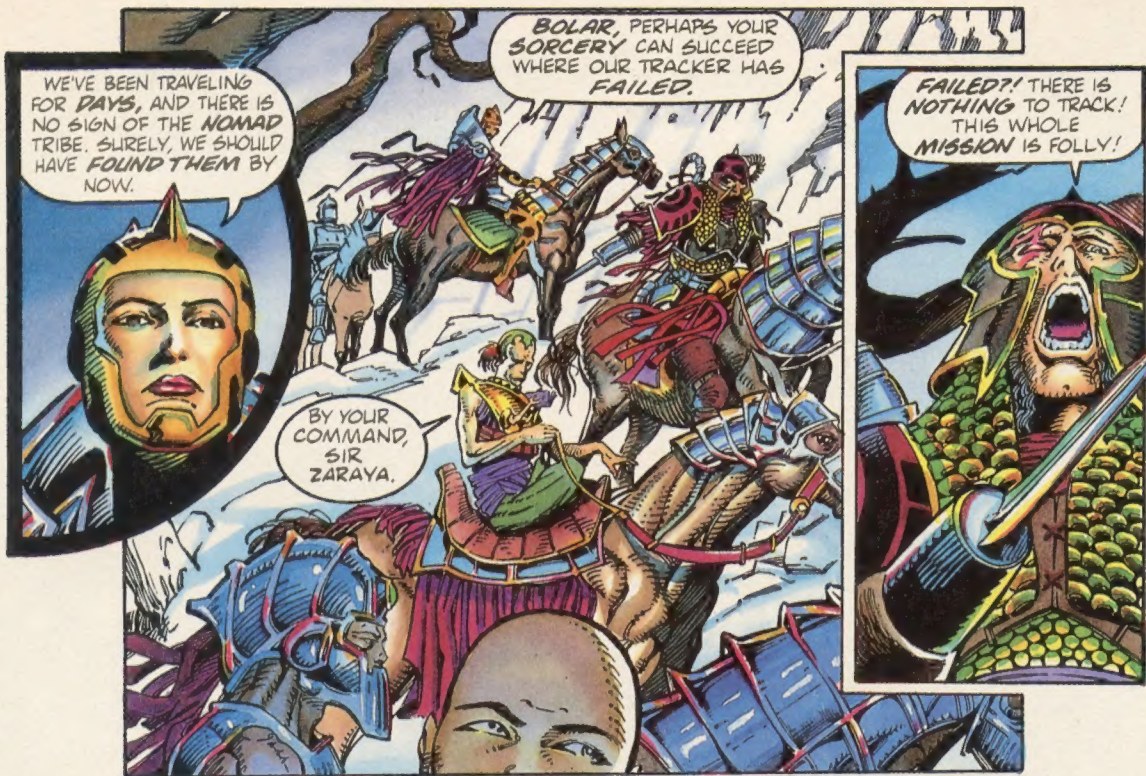


SKELETONS
of MORE!

ASHEN
GHOULS

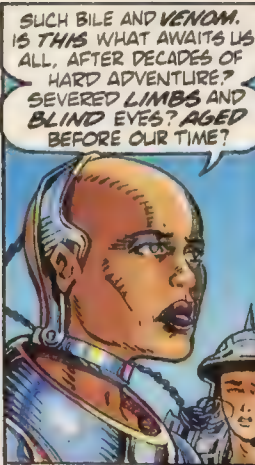
Even the DEMON
LESHRAC'S Hordes
break free of the
muck and slime.

Soon they will kneel
before LIM-DUL...and
start their HUNT
for HUMAN FLESH!





I'M GOING
AHEAD TO CHECK
OVER THE RISE.



SUCH BILE AND VENOM.
IS THIS WHAT AWAITS US
ALL, AFTER DECADES OF
HARD ADVENTURE?
SEVERED LIMBS AND
BLIND EYES? AGED
BEFORE OUR TIME?



I DON'T KNOW,
GREGOR. I'M
NOT LIKE
ZARAYA--AND I
CERTAINLY DON'T
WANT TO
BECOME LIKE
KAILO.



SOMETIMES
I WONDER ABOUT
MY PLACE IN
THE ORDER.



YOU MAKE ME
LAUGH, ONALA!
YOU ARE A
KJELD--OF THE
ROYAL FAMILY
OF KJELDOR!

YOU WERE BORN TO
ENJOY THE KNIGHTHOOD!
A WEEK IN THE PALACE,
AND YOU'D BE CLIMB-
ING THE WALLS!



WROOOOOOOOOO

THE SOUND
IS SICKLY.



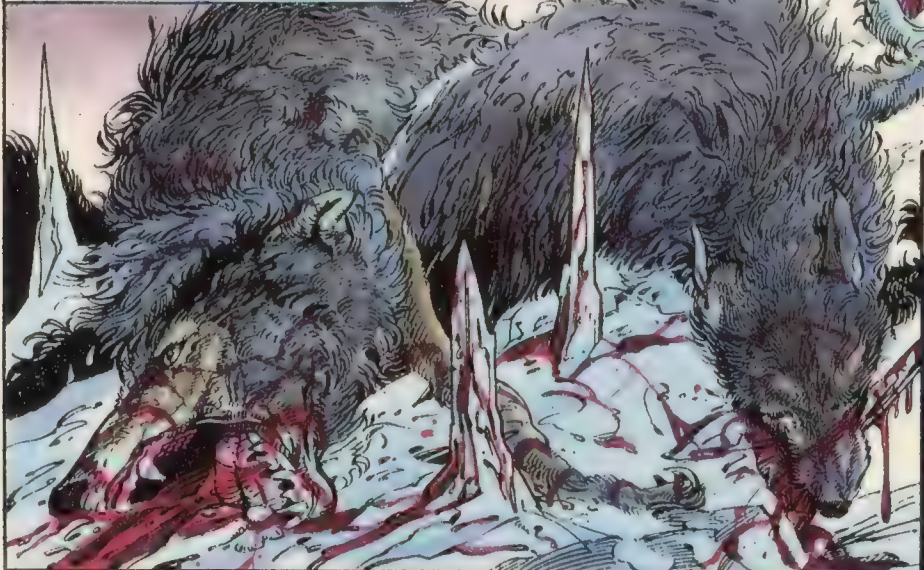
ONALA, GREGOR--SET
CAMP HERE, THE REST OF
YOU, AFTER ME.



The party soon catches
up with KAILO. There,
they are filled with IN-
COMPREHENSION and
DISGUST at what
they find.

"GUARD WOLVES OF THE NOMADS,"
explains Kailo. "VICTIMS OF AN OUT-
LAWED TRAP, KNIVES PLANTED INTO
THE GROUND, HILT-SIDE-DOWN, ARE
COATED WITH WATER AND DEER'S
BLOOD, AND LEFT TO FREEZE."

"THE WOLVES LICK THE ICE 'TIL
IT MELTS, THEN **SPLIT THEIR
TONGUES** ON THE BLADES.
FRANTICALLY, THEY KEEP LICKING...
UNTIL THEY **BLEED** TO DEATH."



THERE IS ONLY
ONE MAN WHO
COULD DO SOME-
THING SO FOUL
--LIM-DUL!





Back at the encampment.

ONALA--TO ARMS!
IT'S A TRAP! WE ARE SUR-
ROUNDED BY THE
WALKING DEAD!

ONALA!
TO
ACTION!



ORIEL! WILL I DIE IN
THE SNOW... WITHERED AND
ALONE, LIKE YOU, MY
GRANDMOTHER!?

ONALA!!!



AAAAHH!
RRRIIP!
KERRAK!

NO.



The next morning, at the abandoned encampment of the Balduvian nomads.

IT'S BEEN **HOURS**, ZARAYA, AND WE HAVEN'T HEARD A SINGLE WORD OF **SOLACE** OR **REGRET** FROM YOUR LIPS.

YOU'VE LOST **ANOTHER ONE**, COMMANDER. HAVE YOU NOTHING TO SAY? OR DOES GREGOR'S LIFE EVEN **MATTER** TO ONE SUCH AS YOU?

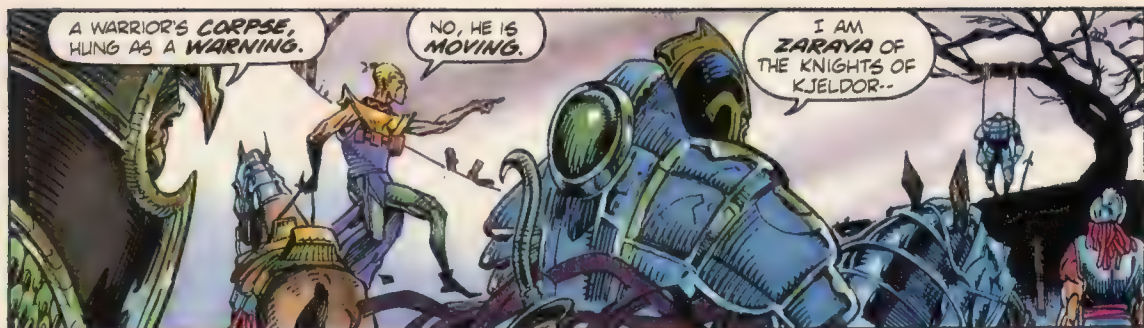
ENOUGH, KAILO!

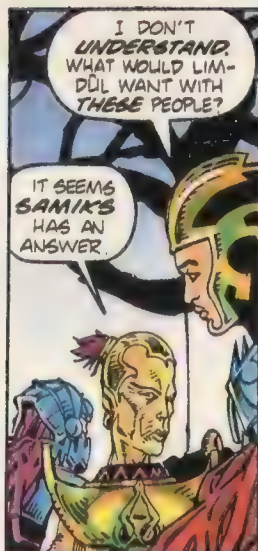
OF COURSE I **FEEL** FOR GREGOR. BUT A **TERRIFIC** EVIL IS AFOOT.

BEFORE WE CAN **MOURN**, LIM-DUL MUST BE **ROOTED OUT** AND **DESTROYED**.

I WONDER, KAILO. IS IT MY **LEADERSHIP** YOU **CRITICIZE**... OR MY **WOMANHOOD**?

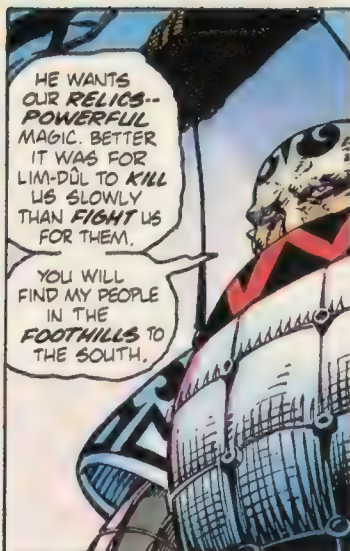
SIR ZARAYA-- I'VE **FOUND** SOMETHING!





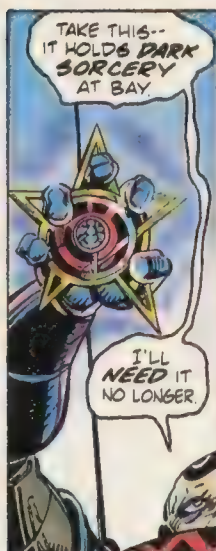
I DON'T UNDERSTAND. WHAT WOULD LIM-DÜL WANT WITH THESE PEOPLE?

IT SEEMS SAMIK'S HAS AN ANSWER.



HE WANTS OUR RELICS-- POWERFUL MAGIC. BETTER IT WAS FOR LIM-DÜL TO KILL US SLOWLY THAN FIGHT US FOR THEM.

YOU WILL FIND MY PEOPLE IN THE FOOTHILLS TO THE SOUTH.



TAKE THIS-- IT HOLDS DARK SORCERY AT BAY.

I'LL NEED IT NO LONGER.



REMARKABLE!

XIAN, CAN YOU TELL US WHAT THIS IS?



SIR! A NOVA PENTACLE! I'VE ONLY SEEN ITS LIKE IN THE PAGES OF ANCIENT TOMES.

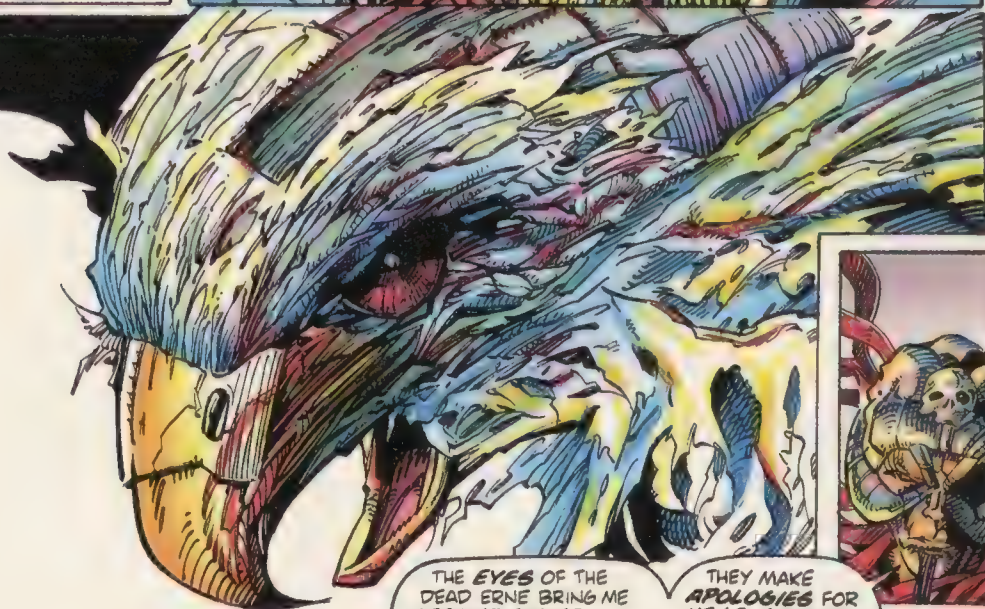
ITS POWER AND MEANING ARE UNTOLD.



THE WARRIOR DIES FULFILLING HIS DUTIES.

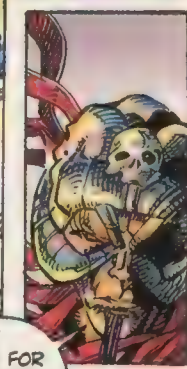
A NOBLE GIFT FROM A MAN WHO'S PASSED.

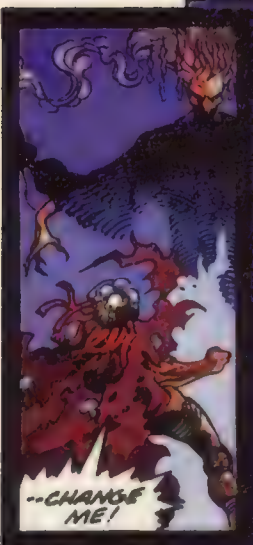
YOU WILL BE IMMORTALIZED IN SONG!



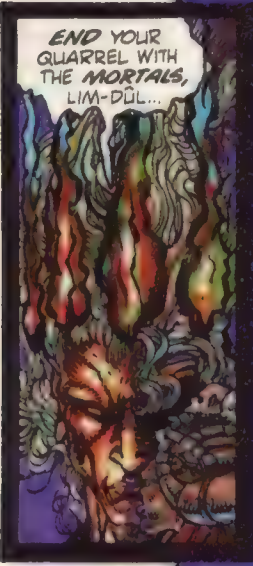
THE EYES OF THE DEAD ERNE BRING ME SECOND SIGHT, MY LORD--OUR ENEMIES WIELD GREATER WEAPONS.

THEY MAKE APOLOGIES FOR ME! I CANNOT HAVE THAT! MAKE ME DIFFERENT, O LESHAC--

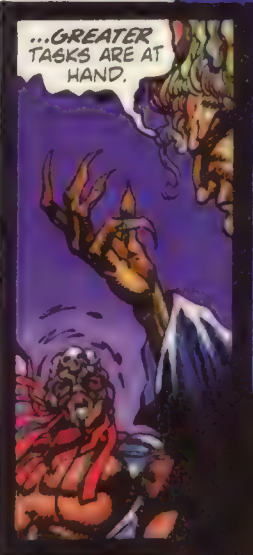




--CHANGE ME!



END YOUR
QUARREL WITH
THE MORTALS,
LIM-DÜL...



...GREATER
TASKS ARE AT
HAND.

FAIL
TONIGHT, AND
THE SECRET OF
THE SHARD WILL
BE REVEALED TO
ME ALONE.

I
WILL NOT
FAIL.



W
WINDJAMMER

ACCLAIM COMICS, INC.

SPECIAL PREVIEW

THE CITY KNIGHTS



TIMOTHY
BRADSTREET
1995

From The Creative Team That
Brought You The Hit
MAGIC: THE GATHERING
Miniseries

AVAILABLE IN JUNE FROM ACCLAIM COMICS

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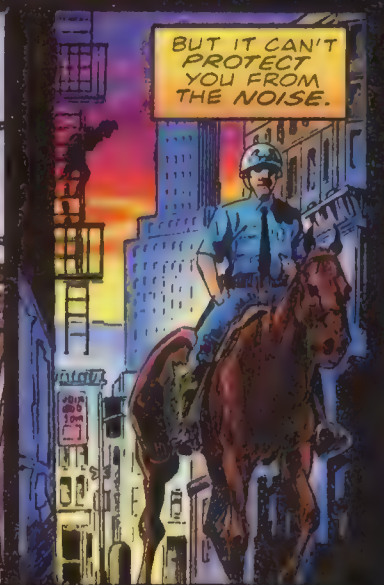


HE
THREATENS
TO PUT
YOUR
MOTHER'S
HEAD
THROUGH
A WALL...

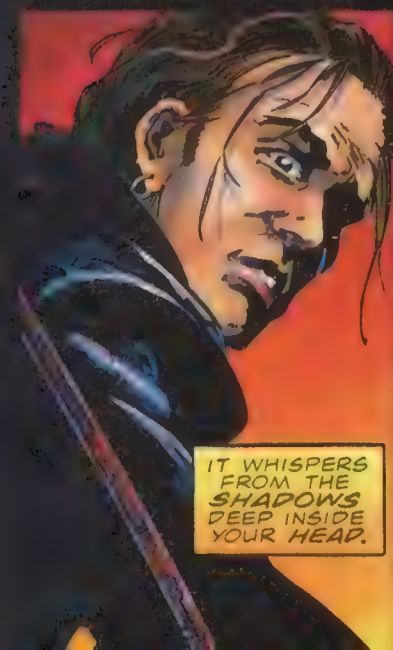
...BUT SHE
WON'T LET YOU
TOUCH HIM.



THOUGH IT'S
NINETY DEGREES,
YOU WEAR YOUR
LEATHER JACKET
LIKE ARMOR.



BUT IT CAN'T
PROTECT
YOU FROM
THE NOISE.



IT WHISPERS
FROM THE
SHADOWS
DEEP INSIDE
YOUR HEAD.

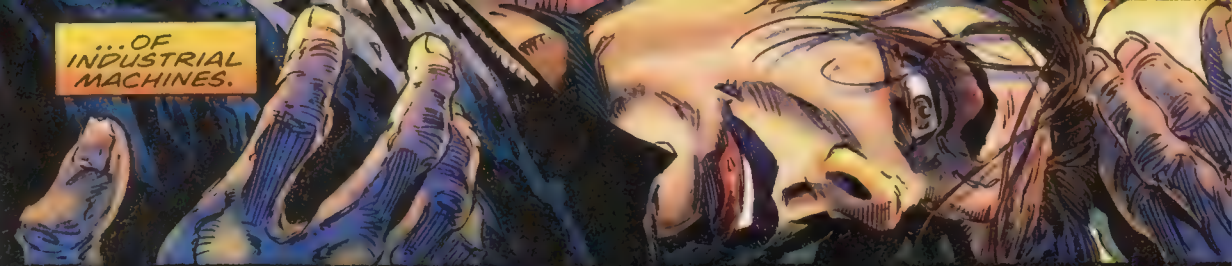


CALLING
YOU--



--LIKE
THE
LONELY
DIESEL
THRUM...

...OF
INDUSTRIAL
MACHINES.

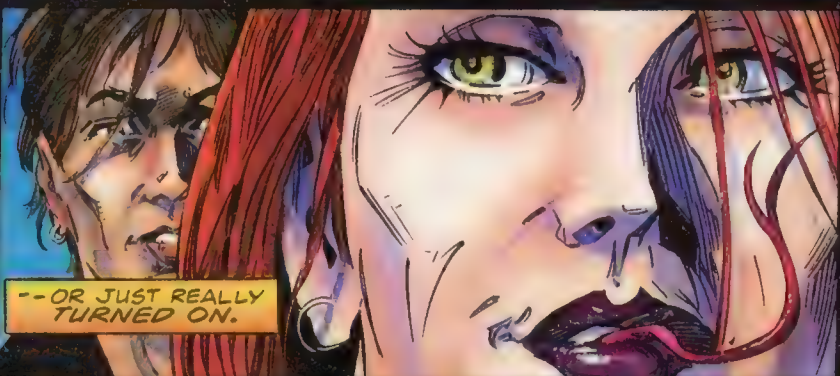


IT POUNDS IN
YOUR TEMPLES--
RUSHES THROUGH
YOUR VEINS...



...AND YOU CAN'T
TELL WHETHER YOU'RE
IN DANGER--

SOME-
TIMES IT'S
CONFUSING.



-- OR JUST REALLY
TURNED ON.

YOU FEEL HER BREATH,
HOT ON YOUR LIPS.

THEN YOU HEAR IT
OVER THE CREAK OF
YOUR LEATHER.

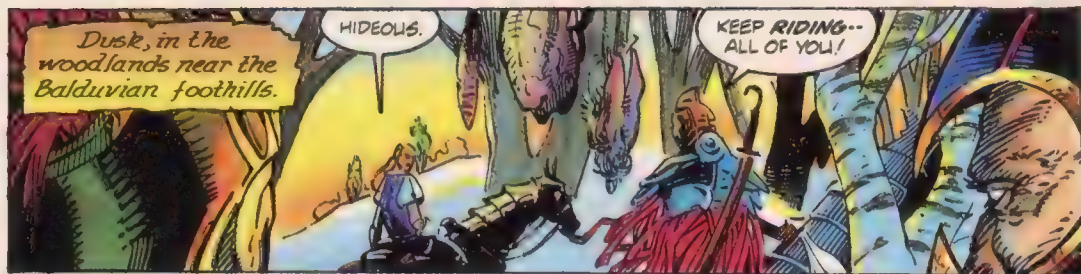
ITS LUNGS
RATTLE,
EXHALING
A RANK
PERFUME.

FUNNY...YOU
REALIZE
SHE'S PROBABLY
BETRAYED
YOU.

BUT ON THE OFF-CHANCE
SHE'S INNOCENT, YOU
CLUTCH THE CARD---

--FOCUS, THE WAY
SPIRO TRAINED YOU...

...AND DEFEND
HER WITH
YOUR LIFE.



Dusk, in the woodlands near the Balduvian foothills.

HIDEOUS.

KEEP RIDING--
ALL OF YOU!



AND
WHAT IS
THIS?

MIKO'S
BLOOD--

--IT'S SEVERIN!
TRAPPED IN A
WIZARD'S CURSE!

LET IT BE, KAILO.
THIS IS AN ILLUSION
CAST BY LIM-DUL, NO
MORE REAL THAN
ONALA'S VISION OF
ORIEL LAST NIGHT.

LIM-DUL MEANS TO
TEAR OUR HEARTS
APART, KAILO. WE
CAN'T LET HIM!



AGAIN, YOU
WOULD HAVE ME
IGNORE OUR ONLY
SON?!

HOW
DID I EVER
COME TO LOVE
YOU, ZARAYA?

WHAT GOOD
ARE RIBBONS AND
ARMOR, WHEN THEY
SHIELD A HEART-
LESS BREAST?

I'VE LOST AN ARM
AND AN EYE--BUT YOU
MADE SEVERIN GO LAST
ON THAT BRIDGE OF ICE--
YOU KILLED MY BOY.

ILLUSION OR NO,
WOMAN-- I WILL
HATE YOU FOREVER.

At that moment, bursting from the depths of the woods--

PAWNS OF KJELDOS, HOLD STILL--

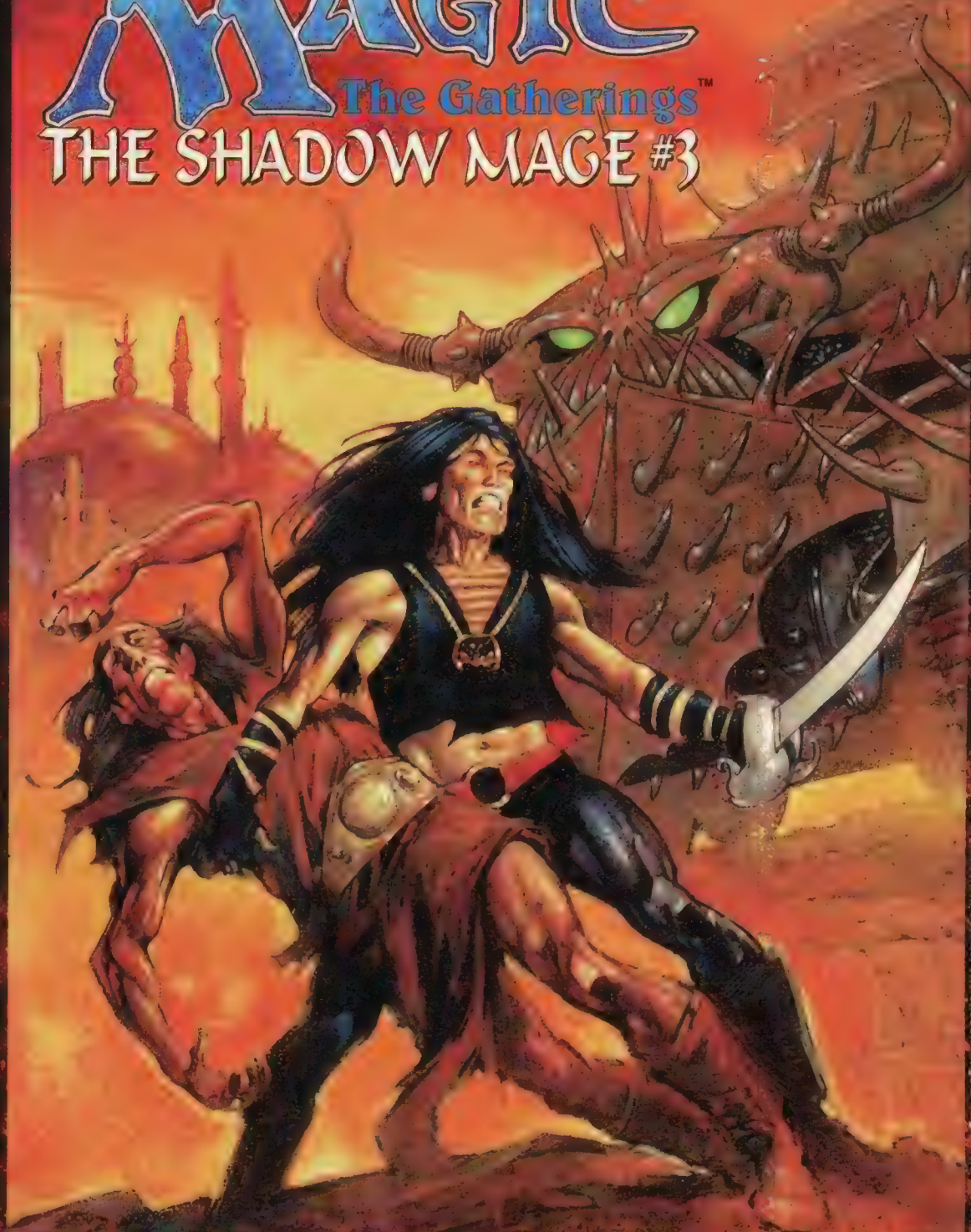
--AND THE PAIN WILL BE BRIEF.

THEN I
SAY WE TAKE
THEM ALL
WITH US!

MAGIC

The Gatherings™

THE SHADOW MAGE #3

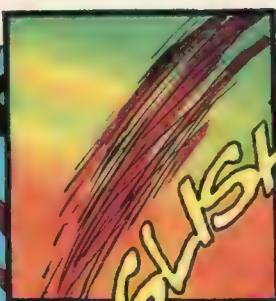


VALIANT



BIRTH-QUAKE!

AFTERSHOCKS!



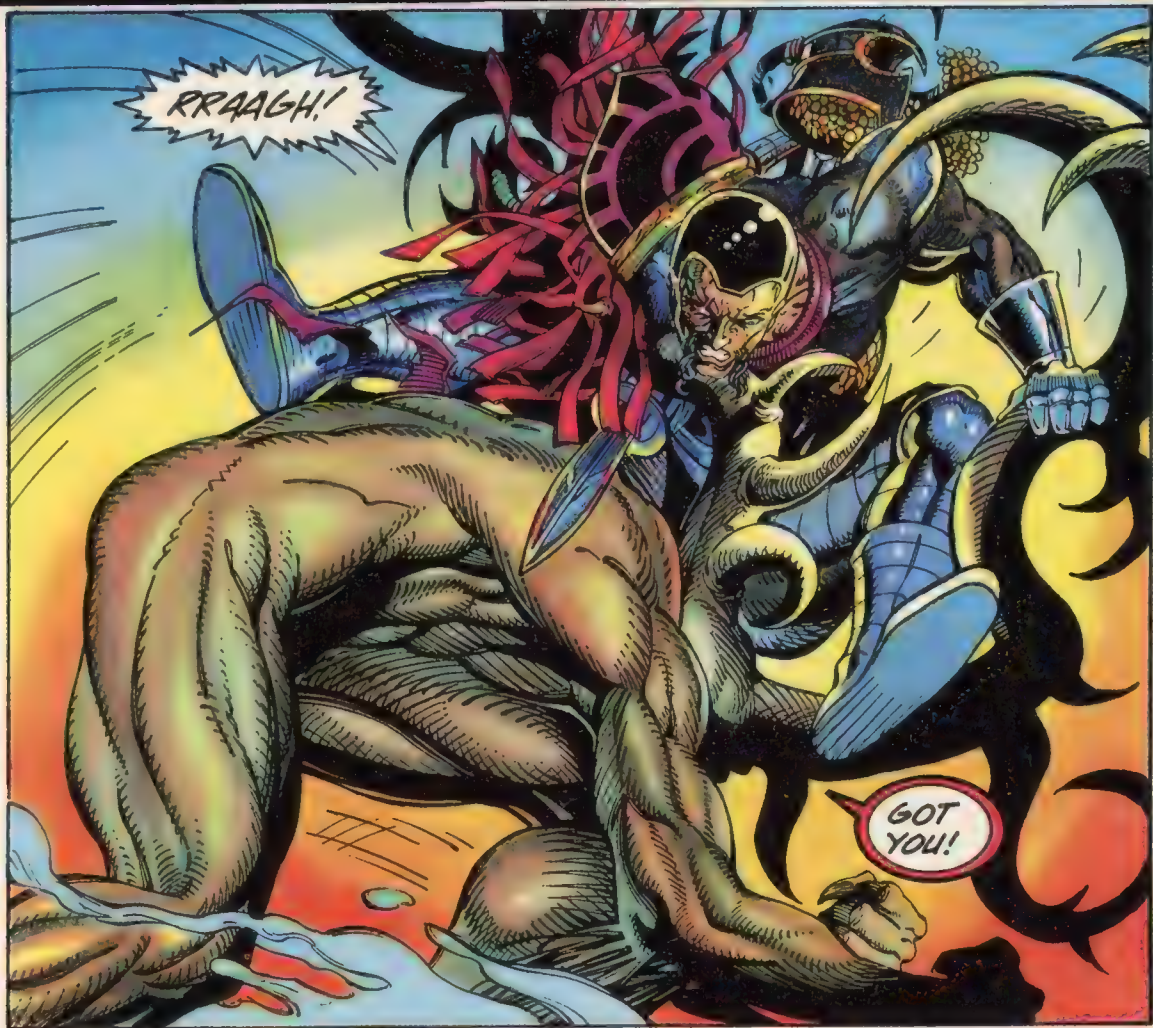
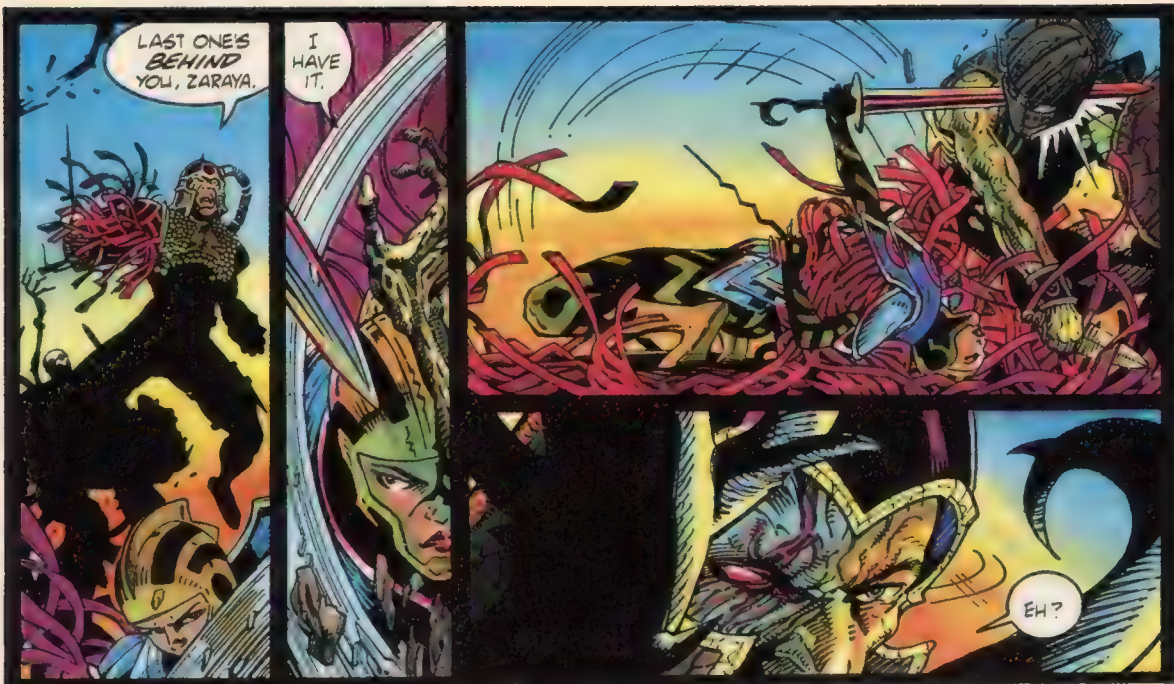
SLASH

LIM-DÜL!
WHATEVER WE
DID TO MAKE
YOU HATE US--

--THIS IS
GOING TO BE
MUCH WORSE!





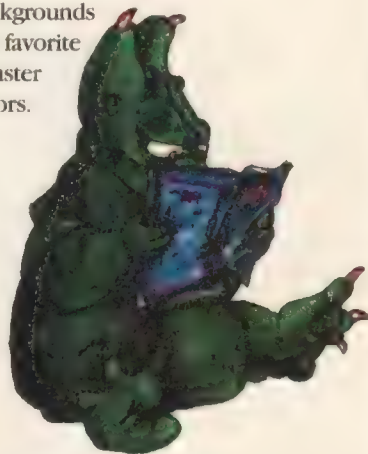


ENTER THE WORLD OF DECKMASTER™

FROM THE HEIGHT OF THE ANTIQUITIES WAR TO THE DEPTHS OF THE ICE AGE,
THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE



From the creators of Magic™ comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in Deckmaster news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the Magic world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite Deckmaster illustrators.

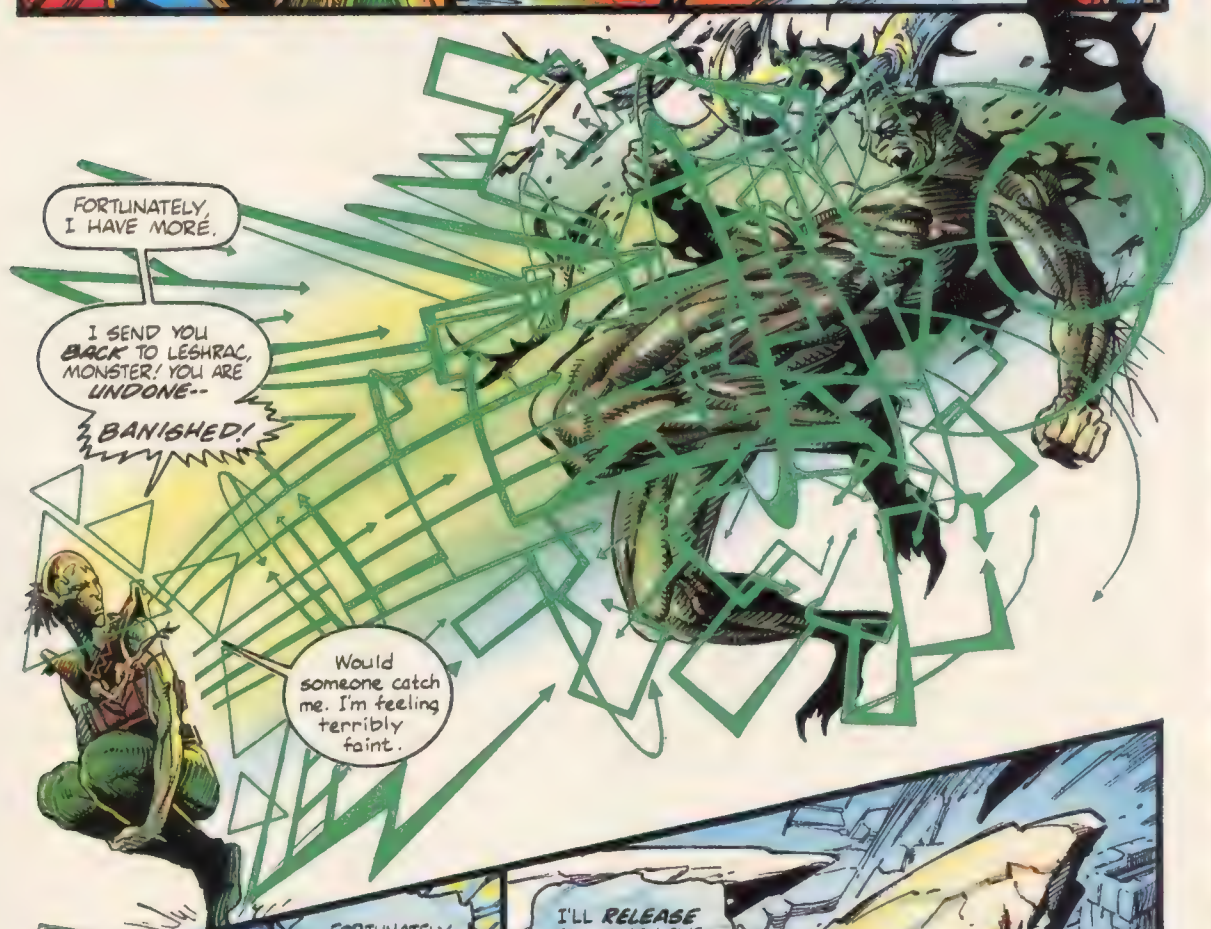
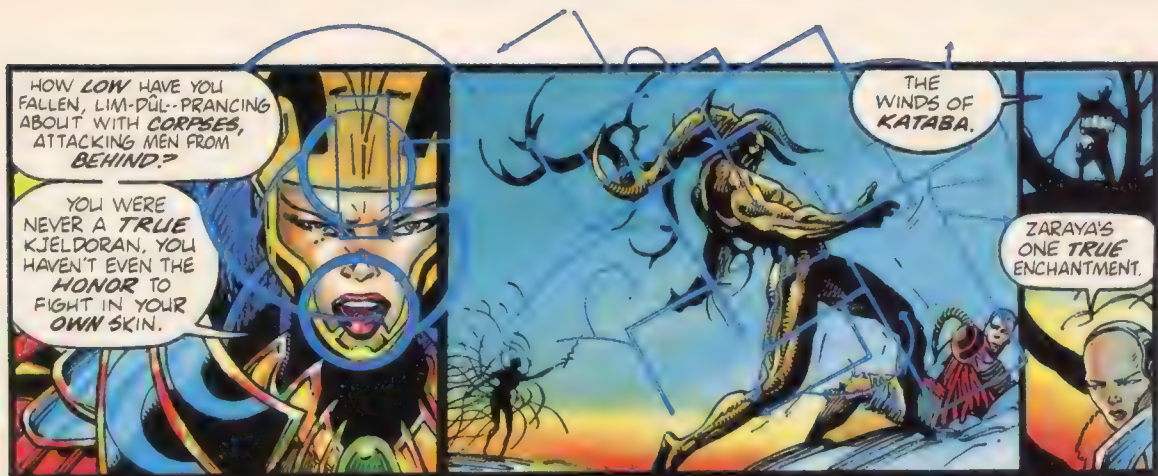


The Duelist offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of Deckmaster.



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Later...

THE
SALVE
IS
WORKING.

THE
MARKED
ONES
HAVE
MADE A
FRIEND
IN BOLAR.

BOLAR
WAS VERY
BRAVE.

ZARAYA... WITH YOUR
LEAVE, I SHOULD LIKE
TO RETIRE MY DUTY
IN THE FIELD.

GREGOR DIED BECAUSE
LIM-DUL PREYED UPON
MY DEEPEST DESIRES--
TO HAVE A HOME... A
FAMILY.

I WILL PASS
THE NOBLE NAME
OF KJELD ON TO
MY CHILDREN--
WHO'LL MAKE
THEIR OWN
DECISIONS ABOUT
JOINING THE
ORDER.

YOU HAVE MY
SYMPATHY--AND
BLESSING, SIR
ONALA.

SEVERIN WAS
THE **SMALLEST**
AND **LIGHTEST**
IN
OUR PARTY.

YOUR **DECISION** THAT HE GO **LAST**
ON THE BRIDGE WAS... A SOUND ONE.

ONLY **NOW** CAN I SEE IT IN YOUR
EYES-- YOU'LL BEAR THE **PAIN** OF THAT
DECISION UNTIL THE **DAY YOU DIE**.

I'M...
SORRY.

I'M
SORRY
TOO,
KAILÓ.

MY VOWS TO THE **ORDER** AND
TO **OUR PEOPLE** MUST STAND
ABOVE MY **PERSONAL**
DESIRES-- ABOVE EVEN **BLOOD**.

IT'S TOO BAD FOR
US, YOU COULD NEVER
ACCEPT THAT.

WITH *MANY THANKS*,
THE MARKED ONES GIVE
YOU THIS *REFLECTING*
STAR-- THAT IT MIGHT
SERVE YOUR CAUSE.

THANK
YOU,
SHAMAN...

...A *GRACIOUS*
GIFT FROM A
STALWART PEOPLE.

Later still,
under *Dominarias*
Null Moon...

O *FREYALISE*,
GODDESS OF THE LIVING
WORLD-- OF ALL THAT *ONCE*
AND *WILL AGAIN*
BE GREEN...

...I GRANT
YOU MY SWORD,
MY RIBBONS, MY
SHINING RELICS...
BUT FOR ONLY
GUIDANCE
IN RETURN.

THOUGH
CENTURIES
HAVE PASSED,
WE ARE STILL
LOCKED IN ICE
AND *ENDLESS*
COLD.

WHY ARE WE
STILL
PUNISHED?

CAN
WE EVER
ATONE?

To be
continued.

KNIGHTHAWK

WINDJAMMER

LIMITED 6 ISSUE
MINI-SERIES
NEAL ADAMS'
KNIGHTHAWK

- NEAL ADAMS
- ERNESTO INFANTE
- PETER STONE
- RUDY NEBRES
- CORY / ZEEA
- VICTORIA ERSKINE

Let all who do
not respect
humanity
enough...
beware... the
Knighthawk.

NEAL
Adams

ICY MANIPULATIONS

JEOF VITA
Asst. Editor

I have to hand it to all of you. You're definitely a hearty bunch! It seems that not even the cold of the Ice Age was enough to keep you away. You've made **Ice Age** #1 an unqualified hit! On behalf of the entire **Ice Age** team, I'd like to thank you guys and gals for putting **Ice Age on the World of Magic: The Gathering** in the top twenty for the month of March! We couldn't have done it without you!

It looks like we're not the only ones who are pleased with the book. In a recent issue of Comic Shop News, comics reviewers Cliff Biggers and Brett Brooks had nothing but praise for the first issue. "If you ever enjoyed grand fantasy, you're going to love this book," says Cliff Biggers. Echoing his sentiments, Brett Brooks states, "Magic fans...are going to love the background into Dominia that is portrayed in this series. But, if you thought about skipping this just because you like the game, not the story, you're wrong. This is a good comic!" Other magazines are already preparing to feature **Magic: The Gathering** comics in their issues. **Combo**, **Scrye** and **Inquest** are gearing up for special articles on the comics and **Comics America**, a radio program out of Arizona, is set to do an interview with yours truly on the success of the game and the comics.

If you're just joining us, welcome to the **Ice Age**! Our goal with this and all of our **Magic: The Gathering** titles, is to introduce you to the fantastic world of **Dominaria**. On each page, we do our best to bring the heroes and villains, creatures and monsters, flora and fauna, to full color life. It's not enough for us to simply invite you in. We want to take you by the hand and walk with you as you explore the myriad lands that make up **Magic: The Gathering**. In fact, to help get you started, issues #1 and #2 of this series contain actual **Ice Age** cards that will introduce some of the more colorful characters that inhabit the frozen wastes.

Remember, there's still a contest going on. The writer of the best letter to **Icy Manipulations** will receive an original piece of art specially commissioned just for this contest. **Rafael Kayanan** is working up the piece as we speak, so get those letters in!

Now, it has come to our attention that some of the names, phrases, and terminology of the **Ice Age** tend to be a little exotic. In the interest of "editor/reader relations," we've put together this glossary and pronunciation guide to ease the transition into the **Ice Age**.

ADDRESS ALL LETTERS TO:

ICY MANIPULATIONS

Jeof Vita - Asst. Editor
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Balduvia (bal-DOO-vee-a): The vast planes to the west of the city of **Kjeldor**, where those who prefer to dwell in wilderness make their homes.

Bolar (BO-lar): An aspiring Planeswalker caught in the **Shard**, who has chosen to make his home on **Dominaria**.

Carthallion (kar-THAL-ee-an): A great lineage of men and women who have participated in many of **Dominaria's** major historic events.

Dominaria (do-mi-NAHR-ee-a): The planet on which most of our **Magic: The Gathering** stories take place.

Dominia (do-MIN-ee-a): The universe of **Magic: The Gathering**.

Freyalise (Fray-a-LEES): A Planeswalker, trapped in the **Shard** as a youth; she specialized in Red magic, but became inspired to switch to Green after her duel with **Jason Carthallion** in **Storgard**.

Jason (JAY-son): A young **Carthallion**, one of the last descendants of the proud family who battled for **Mishra** in the **Antiquities War**.

Johtull Worm (JOT-ul worm): Armored predator common to southern **Terisiare** during the **Ice Age**.

Kallo (KAY-low): Finest tracker in the Order of the **Knights of Kjeldor**; former lover of **Sir Zaraya**, father of **Severin**.

Kjeld (KELD): Family name of a long line of heroic survivors of the **Ice Age**; shortened from the name **Kjeldos**. The name of the royal family of **Kjeldor**.

Kjeldor (KELD-or): The great port city, located on the southeastern shore of **Terisiare** during the **Ice Age**, it was founded by an explorer who was a descendant of **Oriel Kjeldos**.

Lim-Dûl (LIM-dool): A dark mage and willing pawn in **Leshrac's** sinister plans.

Leshrac (LESH-rak): An evil Planeswalker, trapped in the **Shard**, who seeks to unlock the secret of the **Ice Age** and conquer **Dominaria**.

Mana (MAN-a): The essence of magical power; the mystical energy which can be tapped and drawn from relics or one of the five lands (mountains, plains, swamps, forests, and islands).

Miko (MEE-koh): The king of **Storgard**, the mythical last empire in **Terisiare** to stand the initial onslaught of the **Ice Age's** cold.

Oriel Kjeldos (Or-ee-EL KEL-dos): A shaman who celebrated nature and green mana, she took **Jason Carthallion** as her ward after he lost his parents to the cold.

Planeswalker (PLAYNS-wok-er): Any being capable of traversing the multiverse of **Dominia**; usually a wielder of powerful relics and/or magical spells.

Storgard (STOR-gard): The mythical lost kingdom of **Terisiare** that inspired the construction of **Kjeldor**.

Tapping (TAP-ping): The act of mystically connecting with a relic or land, and drawing mana to be used to create various magical effects.

Terisiare (Ter-is-ee-ARE): The mythical continent upon which the **Antiquities War** was fought, and upon which the action in these pages takes place; for as yet unexplained reasons, **Terisiare** can no longer be found on the world of **Dominaria**.

Tevesh Szat (TEV-esh ZOT): An ancient Planeswalker who has vowed to use the freezing cold to wipe **Dominaria** clean all life.

Zaraya (Zayr-I-a): One of **Kjeldor's** most celebrated **Knights**, she led hundreds of missions of mercy and exploration, and helped to reunite the nation of **Terisiare** at the height of the **Ice Age**.

Seer Analysis

by Shawn F. Carnes

Hello once again, planeswalkers! This time around, we get to take a look at **Ice Age** #2, the continuing story of Dominaria as it emerges from the global freeze that crippled the world. In this issue, the noble Knights of Kjeldor run head-first into the necromantic might of Lim-dûl and his legions of the Undead. As always, I will cover the play-by-play and give the color commentary as it develops. So, without further delay... onward to mayhem!

First off, I want to draw attention to the parallels and contrasts between **Ice Age** and the preexisting versions of Magic: the Gathering™. A lot of the spells and items that one finds in this comic are probably new—at least until the Ice Age expansion deck is released this coming June. They have, however, their parallels within the original set of the cards. What the trick is here is that the **Ice Age** series is set chronologically before the original set is. Therefore, the spells and items prevalent in this time period are distant relatives of their original counterparts; they may have their similarities but they are unique in their own way. Now, is this a preview as to what is coming in Ice Age? Read the comic and judge for yourself.

Let's get to the beef of the story. Early on, we are introduced to Lim-dûl, the planeswalker who is the antagonist of our tale. From the spells he casts, he specializes in Black magic (hence his undead legions), but his skills also extend to Red (the **Pyro Blast** he used to bring down the **Silver Erne**). His specialty is Black, however, and that could be his weakness; as any player knows, specializing in one color may give you quick access to the spells, but it can shut you down all that much easier. Lim-dûl also seems to specialize in creature summoning and control; not only are his legions filled with the Black undead creatures prevalent in **Ice Age**, but he was able to drain the Silver Erne and use it for his own benefit. Creature decks in Magic are strong, no doubt, but a balanced deck can cope with the unexpected all that much better.

The last thing to touch on are a couple of interesting discoveries we can gather from reading the comic. In the midst of the important character and plot exposition before the big showdown, I think I caught wind of two cards from the Legends expansion deck of Magic: The Gathering. First, Leshrac's casting of the **Master of the Hunt** on Lim-dûl is a direct allusion to the currently very popular Legends card. Second, and even more incredible, the item that has kept the undead legions of Lim-dûl at bay is none other than the **Nova Pentacle**, a rare Legends card. What can be made of this? Incidentally, the **Healing Salve** which is used to clean the tribe's water supply can be found in the revised edition of Magic: The Gathering.

It just goes to show you, as with the game itself, a great deal of cross-over between card sets can be found throughout the **Ice Age** miniseries, as well as in other Magic comics we've seen. Remember that Legends was a set of cards that highlighted a time before the original Gathering set, just as **Ice Age** does. In fact, the time of Legends predates Fallen Empires, the Dark, and even Antiquities. If elements from Legends are emerging in the Ice Age storyline, you can bet there are some heavy duty reasons!

That does it for now; not a bad battle at the end, eh? That **Word of Undoing** spell Bolar cast on Lim-dûl is just like the original **Unsummon** in the Gathering deck, except that all White enchantments go back to the hand. The spell's combination with Sir Zaraya's **Katabatic Winds** provided a boffo banishment. But can you really keep a good villain down for long?

Until next time, happy hunting!

NEXT ISSUE in ICE AGE on the World of MAGIC: THE GATHERING #3

The secret behind the **Ice Age** that grips Dominaria is revealed in this spectacular issue: several powerful Planewalkers who have been trapped in "The Shard" converge on one of the planet's two moons to determine the cause of this multi-planar cataclysm. As is bound to happen with Planeswalkers, a duel of epic proportions breaks out, featuring spells from **Antiquities**, **The Dark**, **Fallen Empires**, and **Ice Age**. This issue boasts a cover painting by Charles Vess, and a free set of **Creature Tokens** for use in your Magic: The Gathering game duels.

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